

# IDENTIFYING OF THE SPACE COLOR CIELAB FOR THE BALINESE PAPYRUS CHARACTERS

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**Abstract** – *The Balinese papyrus is one of the media to write the ideas from minstrels in ancient times. Currently, many of ancient literature that written in papyrus very difficult to identify because the writings were beginning to rot or fade influenced by age. This study takes the Balinese papyrus characters as its object. The improvement of the image quality in image processing of the characters here refers to the change for the quality of the image before its next development. There is the process of identifying the color space to spot the shape of the papyrus characters. The difference of the colors is so small so that it needs CIELab to process the identification out of its background and noise.*

**Keywords:** *Balinese lontar, papyrus character, image improvement, Noise, CIELab.*

## I. Introduction

The preservation of the Balinese culture in the middle of the globalization is seen to be necessary. However, most of the Balinese young generation seems to be neglect it as they are trying things to be more updated. This is one of the recent problems that needs a quick response. In this case the local government has been stepping up to their best to handle it. One of the steps taken seriously is preserving the traditional Balinese script, namely by papyrus digitizing. The digitizing of Balinese papyrus refers to taking and transforming of the papyrus image to the image file[7]. Moreover, the quality of the image of papyrus in files can be improved before they are processed further to the quality of readable and be translated into a different code.

Papyrus is a literature which has good quality, fine, and beautiful that often teaches us about life philosophy, religion, and many other knowledge which is very useful for us as a provision of life, so that we as young generation it is very important to understand and take care of papyrus. But the problem in understanding papyrus is that papyrus is considered sacred for Hindus in Bali. Not everyone can read and understand papyrus, considering the difficulty to read Balinese scripts on the papyrus. Besides for longer period the papyrus will be susceptible for damage.

This study is focusing on the identification of the color space of the image of papyrus, namely to distinguish the color of the characters from its background in which it is so slim that it takes CIELab to do it in order to reach the good outcome[3]. Former studies on papyrus that have been learned include the study to remove noise from the papyrus, and to segment color images using CIELab [1],[2].

## II. Literature Review

### 2.1. Lontar

One of the preserved heritage of our ancestor is their manuscripts. The ancient manuscripts in various local languages have been found across the archipelago. Most of them are stored by common people. Some are preserved well in the local governmental agencies and traditional communities.

One of such manuscripts is *lontar* that are mostly found in Bali besides in Java, Lombok, and Sulawesi islands. *Lontar* were used as the place for writing before paper was produced[4]. In Java besides *lontar*, used for the same purpose included nipa leaf, *dluwang* (the skin of kind of wood), and *perkamen* (skin of goat). In Sulawesi people used bamboo and rotan. In Batak the wood skin used to write is called *tribak*.



Figure 1. The Lontar of *Dewa Segening Negara*

One of our ancestor's cultural legacies which have important value is ancient manuscripts. All over Indonesia it is known that there are lots of ancient



ꦏꦒ	ꦏꦒꦠ	b
ꦏꦒꦱ	ꦏꦒ	ng
ꦏꦒꦱꦸ	ꦸ	p
ꦏꦒꦱꦶ	ꦶ	j
ꦏꦒꦱꦶ	ꦱ	y
ꦏꦒꦱꦶ	ꦱꦶ	ny

**Note:**

- The number of *Balinese* characters in *Latin* is the same as the numbers of *ha, na, ca, ra, ka, Bali (18 characters)*
- The writing

Tabel 4 The *Wianjana* script

Characters	Names	Terms
ꦏꦒꦠ	na-rambat	Murdania
ꦏꦒꦱꦸ	ca-laca	talawia mahaprana
ꦏꦒꦱꦶ	ga-gora	kantia mahaprana
ꦏꦒꦱꦶ	ta-tawa	dantia mahaprana
ꦏꦒꦱꦶ	ta-latik	Murdania
ꦏꦒꦱꦶ	ba-kembang	ostia mahaprana
ꦏꦒꦱꦶ	sa-sapa	Murdania
ꦏꦒꦱꦶ	sa-saga	Talawia
ꦏꦒꦱꦶ	pa-kapal	ostia mahaprana
ꦏꦒꦱꦶ	da-madu	dantia mahaprana

ꦏꦒꦱꦶ (*da madu, murdania*) has no particular form, which is different from the Old Javanese in Latin. The names such as *dantia* and *murdania* are often regarded

misguiding. It is expected that the names should represent the articulation area of the characters.

3. *Pengangge*

*Pangangge* is the character that cannot be used itself. They should be put together to the vowels or consonants for their functions to change the sounds of them. The kinds are called, among them, *pangangge suara, pangangge tengenan* and *pangangge aksara*.

2.3. *CIELab*

*CIELab* is one of the color structures defined as *CIE (Comission International de l'Eclairage/The International Commission on Illumination* in 1976 (*CIE 1976 L\*a\*b\**). According to *CIELab*, the amount of *CIE L\** to describe the brightness of the color is 0 for black and *L\* = 100* for white. *CIE a\** dimension describes the colors of green – red, in which negative *a\** indicates green whereas *CIE a\** positive indicates red. *CIE b\** dimension for blue – yellow is the negative *b\** indicates blue and *CIE b\** positive indicates yellow. The transformation of RGB (*Red, Green, Blue*) – *CIELab* can be done as described below [6]:

$$C = CR \dots \dots \dots (1)$$

In which

$$C = C^{1/G} \dots \dots \dots (2)$$

G= 2.2. and C= R, G, B

$$X_1 = X/X_n \dots \dots \dots (3)$$

$$Y_1 = Y/Y_n \dots \dots \dots (4)$$

$$Z_1 = Z/Z_n \dots \dots \dots (5)$$

$$X_1 = \begin{cases} X_1^{1/3} & \text{jika } X_1 > 0.008856 \\ 7.787X_1 + \frac{16}{116} & \dots \dots \dots (6) \end{cases}$$

$$Y_1 = \begin{cases} Y_1^{1/3} & \text{jika } Y_1 > 0.008856 \\ 7.787Y_1 + \frac{16}{116} & \dots \dots \dots (7) \end{cases}$$

$$Z_1 = \begin{cases} Z_1^{1/3} & \text{jika } Z_1 > 0.008856 \\ 7.787Z_1 + \frac{16}{116} & \dots \dots \dots (8) \end{cases}$$

then *L\*a\*b\** to be:

$$L^* = 116Y_1 - 16 \dots \dots \dots (9)$$

$$a^* = 500(X_1 - Y_1) \dots \dots \dots (10)$$

$$b^* = 200(Y_1 - Z_1) \dots \dots \dots (11)$$

III. Research Methodology

3.1. Data Acquisition

Data acquisition is the process of acquiring data from analog to digital, namely from the physical papyrus to become papyrus image by using scanner. Thus, first, the Balinese Lontar Bali is scanned to obtain the image.

When it is done, the image is stored as a computer data before being further analysed in the processing stage.

### 3.2. Preprocessing

#### 1. Cropping and papyrus image merging

The right, left, and middle image of the lontar obtained from the scanning is cropped for the further stage. The Balinese papyrus usually has two parts. The writing on the first line is continued in the second one as can be seen in the following photo.



Figure 2. The image of Papyrus

The yellow lines are the border of the image that are to be cropped. To crop, the left line is first, middle, and then the right. Being cropped to be two parts, the image will be merged to be one as below.

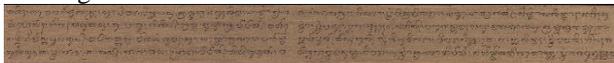


Figure 3. The Papyrus image after cropping

#### 2. The color space of CIELab

On the image obtained after the cropping, the color space identification is done through *CIELab*. *CIELab* is a color model in which the  $L^*$  component is a perception of the light intensity  $a^*$  and  $b^*$  is the component showing the number of the colors displayed[2]. The *CIELab* is used because it is not all of the colors on papyrus are different from the background. Sometimes the colors are different very little because during the writing the papyrus writers do not use the natural types (burned candlenut) for the final processing. The *CIELab* is the very effective method to do the separation[3],[5].

The color of the image obtained is of RGB, from which it is necessary to alter it into the *CIELab color space* using the formula (1) to (11). RGB is a three dimensional color structure used for the true color type on digital image, in which R is for Red, G for Green and B for Blue. Whereas *CIELab* ( $L^*a^*b^*$ ) is the image color structure that represents L for lighting and a for red or green and b for yellow or blue[5]. The transformation produces different color structure of the image from the original one.

## IV. Result and Analysis

The experiment in this study is about how to identify or spot the color space of the papyrus using *CIELab*. Figure 4 is the image of the printscreen system that used to the identification.

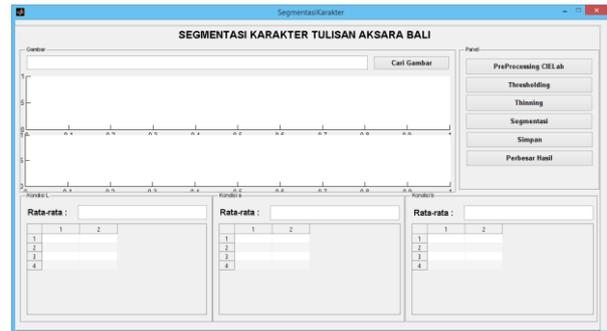


Figure 4 The early system display

On this early display there are several menus. The one used in this experiment is the PreProcessing *CIELab*. For inputting the image the picture (image) search can be used.

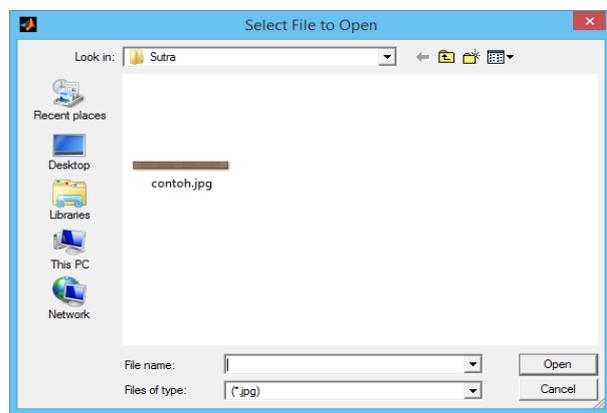


Figure 5 Open image figure

After clicking on the image search, the computer will show such as Figure 5. Here, the selection of the papyrus is done.



Figure 6 The loaded and image cropping

In the Figure 6, the papyrus images that has been entered will be directly carried out to the process of cutting image that starting from the left side, middle, into the upper side, so that the image processed will be immediately appear under the original papyrus image.

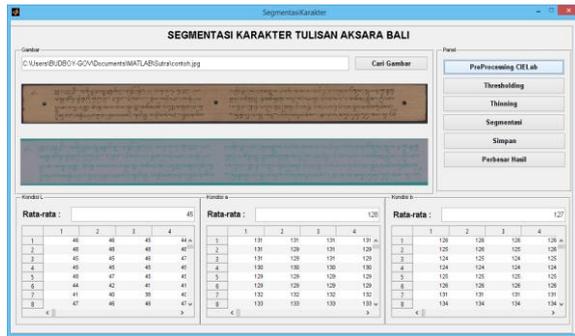


Figure 7 Process of *CIE Lab*

The process of identifying the color space Proses using the *CIE Lab* can be done by clicking the PreProcessing *CIE Lab*. The system processes the looping as many as the number of the bit found on the image. The outcome can be seen on the table displayed by the system. From there there will be the process of obtaining the means of the  $L^*$ ,  $a^*$ , dan  $b^*$  values.

### V. Conclusion

Based on the outcome obtained from the experiment it can be concluded that the color space of *CIE Lab* can be used to identify and separate the color of the Balinese characters from the ones of the background. This is clearly informed through the values of  $L^* = 45$ ,  $a^* = 128$ , and  $b^* = 127$ , in which  $L^*$  of the *CIE Lab* represents the brightness of the color as a little differentiator.

The next study can be done to analyzed from the pre processing till the extracting to finally traslating the Balinese characters on the payrus to *latin* script.

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